generate a first set of actions for the first objective-effectuator that satisfy the one or more objectives;

generate a second set of actions for the second objective-effectuator that satisfy the one or more objectives and

concurrently display, via the display, the first objective-effectuator performing the first set of actions within the emergent content container and the second objective-effectuator performing the second set of actions within the emergent content container.

13. The device of claim **12**, wherein the first objective-effectuator corresponds to a character capable of performing actions, and the second objective-effectuator corresponds to an equipment item.

14. The device of claim **13**, wherein the respective objective that corresponds to the interaction between the first objective-effectuator and the second objective-effectuator includes the character using the equipment item within the emergent content container.

15. The device of claim **12**, wherein the respective objective that corresponds to the interaction between the first objective-effectuator and the second objective-effectuator includes the first objective-effectuator following the second objective-effectuator.

16. The device of claim **12**, wherein the respective objective that corresponds to the interaction between the first objective-effectuator and the second objective-effectuator includes the first objective-effectuator avoiding the second objective-effectuator.

17. A non-transitory memory storing one or more programs, which, when executed by one or more processors of a device with a display, cause the device to:

display, via the display, a user interface that includes a plurality of available objective-effectuators;

detect a first user input that corresponds to instantiating a first objective-effectuator from among the available objective-effectuators into an emergent content container;

detect a second user input that corresponds to instantiating a second objective-effectuator from among the available objective-effectuators into the emergent content container;

in response to detecting the first and second inputs, concurrently display, via the display, the first objective-effectuator and the second objective-effectuator within the emergent content container with a set of control for managing the emergent content container including an execution control;

detect a third user input directed to the execution control; and

in response to detecting the third user input:

generate one or more objectives for the first objective-effectuator and the second objective-effectuator, wherein a respective objective among the one or more objectives corresponds to an interaction between the first objective-effectuator and the second objective-effectuator;

generate a first set of actions for the first objective-effectuator that satisfy the one or more objectives;

generate a second set of actions for the second objective-effectuator that satisfy the one or more objectives and

concurrently display, via the display, the first objective-effectuator performing the first set of actions within the emergent content container and the second objective-effectuator performing the second set of actions within the emergent content container.

18. The non-transitory memory of claim **17**, wherein the first objective-effectuator corresponds to a character capable of performing actions, and the second objective-effectuator corresponds to an equipment item.

19. The non-transitory memory of claim **18**, wherein the respective objective that corresponds to the interaction between the first objective-effectuator and the second objective-effectuator includes the character using the equipment item within the emergent content container.

20. The non-transitory memory of claim **17**, wherein the respective objective that corresponds to the interaction between the first objective-effectuator and the second objective-effectuator includes the first objective-effectuator following the second objective-effectuator.

21. The non-transitory memory of claim **17**, wherein the respective objective that corresponds to the interaction between the first objective-effectuator and the second objective-effectuator includes the first objective-effectuator avoiding the second objective-effectuator.

* * * * *